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17

SITH INFILTRATOR

Darth Maul's starship

The Battle of Geonosis

Bounty hunter Aurra Sing

DeAGOSTINI

LUCAS BOOKS

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The legend of the Sith Infiltrator, the *Scimitar*.

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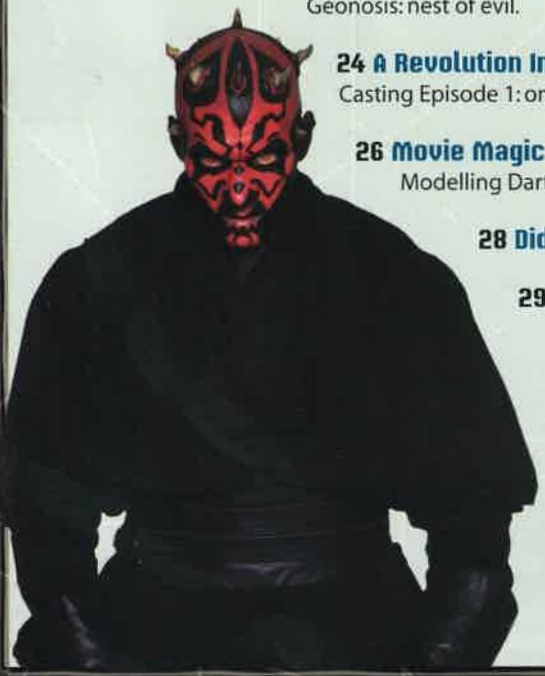

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Obi-Wan's Jedi Starfighter

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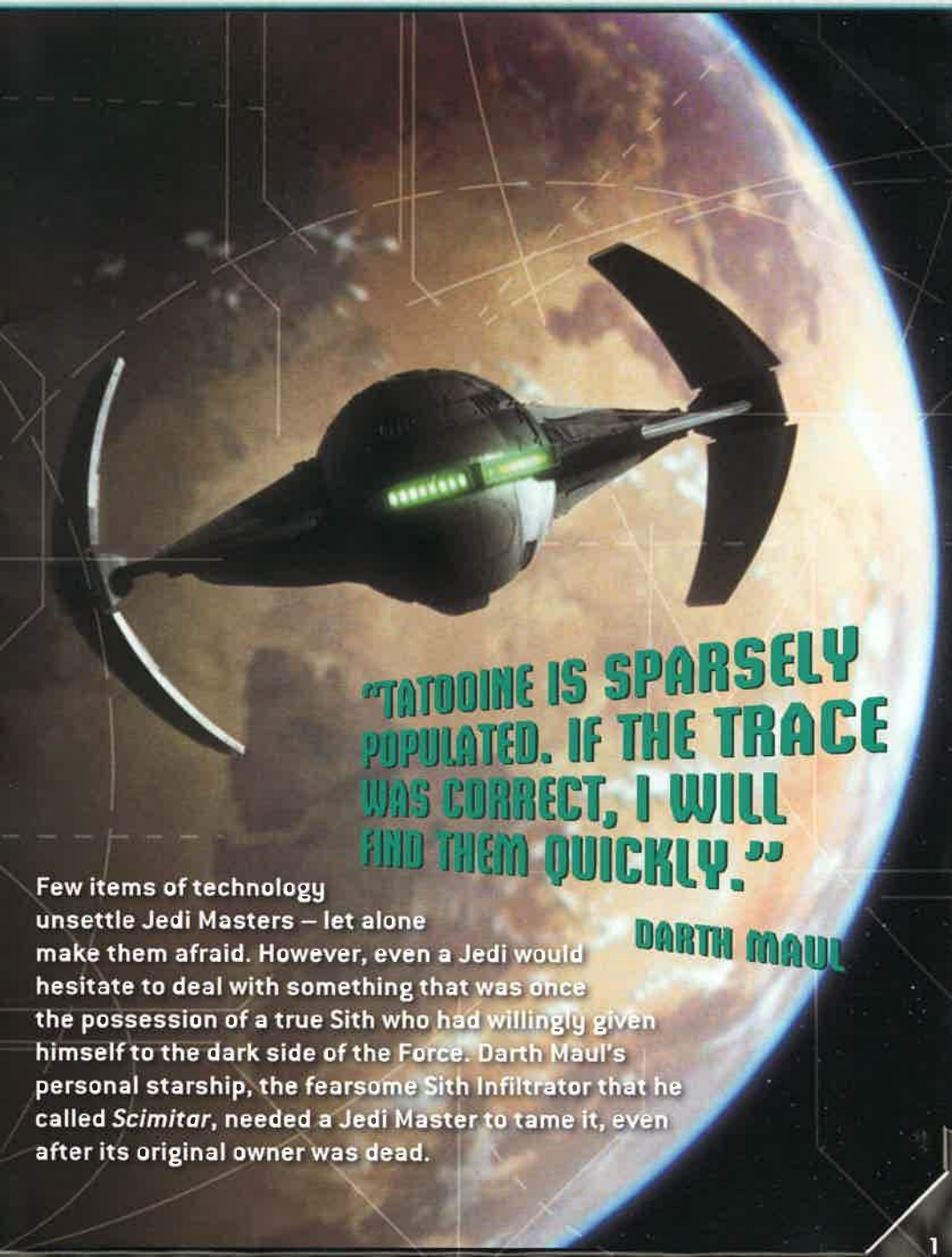
STAR WARS



"TATOOINE IS SPARSELY POPULATED. IF THE TRACE WAS CORRECT, I WILL FIND THEM QUICKLY."

DARTH MAUL

Few items of technology unsettle Jedi Masters – let alone make them afraid. However, even a Jedi would hesitate to deal with something that was once the possession of a true Sith who had willingly given himself to the dark side of the Force. Darth Maul's personal starship, the fearsome Sith Infiltrator that he called *Scimitar*, needed a Jedi Master to tame it, even after its original owner was dead.

THE *SCIMITAR*

THE LEGEND OF THE SITH INFILTRATOR

Conceived and built in secret, Darth Maul's Infiltrator was part of a long tradition of unique and deadly vessels used by the Sith in their age-old conflict with the Jedi. Sleek and fast, dangerous even when its master was dead and gone, the *Scimitar* embodied the same qualities that made Darth Maul himself so lethal.

One of the earliest supporters of the future Emperor Palpatine was the renowned starship designer Raith Sienar. When the Galactic Empire rose from the shattered remnants of a betrayed Republic, the Imperial Fleet featured many vessels designed and built by Sienar Fleet Systems – formerly Republic Sienar Systems. In those starfighters and capital ships were echoes of previous designs, including a short-lived run of heavily modified Armed Star Courier ships. One of these, a vessel unique even amongst such rare craft, was the *Scimitar*.

TOP SECRET...

Raith Sienar created a number of experimental starships for private clients through a secret subsidiary of RSS innocuously called Sienar Design Systems. One of his covert customers was Sith Lord Darth Sidious, who presented the heavily modified Armed Star Courier

prototype to his apprentice, Darth Maul, at the start of his first mission beyond Coruscant. The Sith Infiltrator, as Sidious had termed the ship, was called *Scimitar* by Maul, and it was a truly impressive ship, a fact proven by one of Maul's first acts – flying over the Jedi Temple without the vessel being detected.

An unseen foe

Though the passing of Maul's dark-side aura ruffled a few Jedi feathers (to no lasting effect), the presence of the Infiltrator itself was missed entirely. This was because of the cloaking device possessed by the little ship. The fuselage of the Infiltrator was in two distinct sections. The aft, ball-shaped section housed the cockpit, the engines, and some limited-spec crew and passenger areas. The dagger-like forward section had some maintenance access areas and a relatively small cargo hold right at the front. The rest of the forward section was devoted to a cloaking device that should have been technically impossible to house on a ship of that size.

Stygium crystals from Aeten II were a rare resource that possessed great power. On Maul's Sith Infiltrator, special arrays of the precious crystals were mounted along either side of the projecting front fuselage, with their effect focused around the ship by the shield hood plating in the fuselage. This cloaking system, developed by Sienar, was one of the first to render a craft entirely invisible both to the naked eye and to scanning systems – even those of the Jedi.

INTO THE FIGHT!
SECRETS OF THE *SCIMITAR*

The cloaking device on Darth Maul's Sith Infiltrator ensured the ship was capable of slipping silently past any defences. However, this was not the *Scimitar*'s only technological advantage – nor was it just simple technology that made the craft so dangerous.

After Darth Maul was killed by the Jedi apprentice Obi-Wan Kenobi, the Sith's ship was quarantined on Naboo. The first technicians who gained access to the ship did not survive – gunned down by automated defence systems. In the end, Jedi Master Saesee Tiin boarded alone to render the ship safe. He quickly discovered that the ship had taken on the taint of the dark side of the Force, so powerful had been Darth Maul and his mysterious master. It seemed to whisper to him, tempting him, almost seeking to free itself from captivity. It was an unnerving experience, even for a Jedi Master. And if the Jedi and the Republic had hoped to discover the secrets of the Sith from the Infiltrator's computer, they were to be disappointed. The databanks were wiped clean.

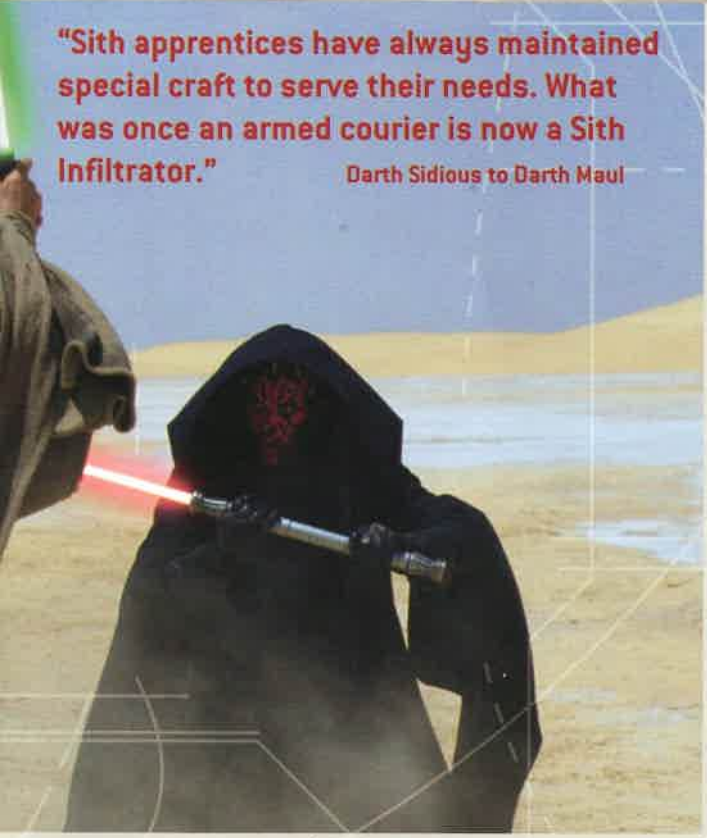
A Dark Influence

Those technicians who were subsequently able to examine the rest of the craft found it to be most impressive. The ship, already resembling prototypes belonging to Republic Sienar Systems, carried an unmodified Sienar SSDS 11-A hyperdrive. Its experimental X-C2 ion drive array was packed with other RSS components, but all of this was not enough to link Sienar to the ship beyond any doubt.

The ion drive, which operated at unusually high temperatures,

"Sith apprentices have always maintained special craft to serve their needs. What was once an armed courier is now a Sith Infiltrator."

Darth Sidious to Darth Maul



required cooling radiator fins to either side of the cockpit ball. These folded away for landing but, in flight, the profile bore a striking resemblance to later Sienar Fleet Systems TIE fighter craft.

A Deadly Package

While not massively fast, the Sith Infiltrator *Scimitar* was well armed. It concealed six solar ionisation cannon in two lateral arrays, which could pop out, fire and vanish back into the ship in an instant. These terrible weapons would pass through deflector shields and easily melt most starship hull plating.

Maul's small cargo hold contained his speeder bike, which he had used to launch a surprise attack on Qui-Gon Jinn on Tatooine, as well as the two surviving DRK-1 Dark Eye probe droids the Sith had used to hunt down Amidala on the desert world. Unnervingly, there were also torture and interrogation droids and devices, as well as other equipment of dark design and purpose. There was no doubt that the *Scimitar* and its owner had been a deadly combination.

AURRA SING

DEATH AND THE MAIDEN

What price a lie? For Aurra Sing, sometimes known as Nashtah, the price she paid was a life of pain, violence and death. Plucked from a tragic childhood by the Jedi, lost to the Temple when she was kidnapped by pirates, sold as a slave and trained as an assassin, Aurra became one of the few bounty hunters able to take on Jedi and win.

Aurra Sing never knew what species her father was: a vampire Anzati; a dome-headed Qiraash? Perhaps, like the feared Dark Jedi Asajj Ventress, her father had been a Rattataki. Who her father had been mattered even less than who her mother was – an addled spice addict called Aunuanna who, to Aurra Sing, mattered not at all. To her credit, Aunuanna had been glad that the Jedi took her little angel away from the horrors of the slums of Nar Shaddaa to the Jedi Temple and a chance of a better life.

No Escape From The Past.

The dark stain of the vicious fight for daily survival on Nar Shaddaa was, perhaps, indelible. Certainly, Sing's apprenticeship to the Jedi was a difficult one. She was taken as Padawan by the mysterious Dark Woman, whose abilities with complex students were undoubted. However, the Dark Woman didn't get the chance to turn Aurra Sing from the dark path. On a training mission to Ord Namurt, the nine-year-old Aurra was tricked and captured by a pirate captain. He convinced the bitter young girl that the Jedi had tired of her and had sold her to him. Playing on her fears, he groomed the young Sing and, in a twisted way, she flourished.

Eventually, now thoroughly fearful of his protégé, the captain sold her to a Hutt called Wallanooga. Seeing potential in Sing, he handed her to

PROFILE

Birth Planet
Nar Shaddaa
Height
1.74m
Species
Human mother, unknown father
Weapons
2x dual-triggered blaster, red lightsaber, Fallan Hyper-rifle

some Anzati who owed him. The Hutt wanted his own assassin. While the Anzati did what was asked of them – training Aura Sing to be the best killer she could be, and implanting a bio-computer in her skull – the plan backfired massively.

Aurra Unleashed!

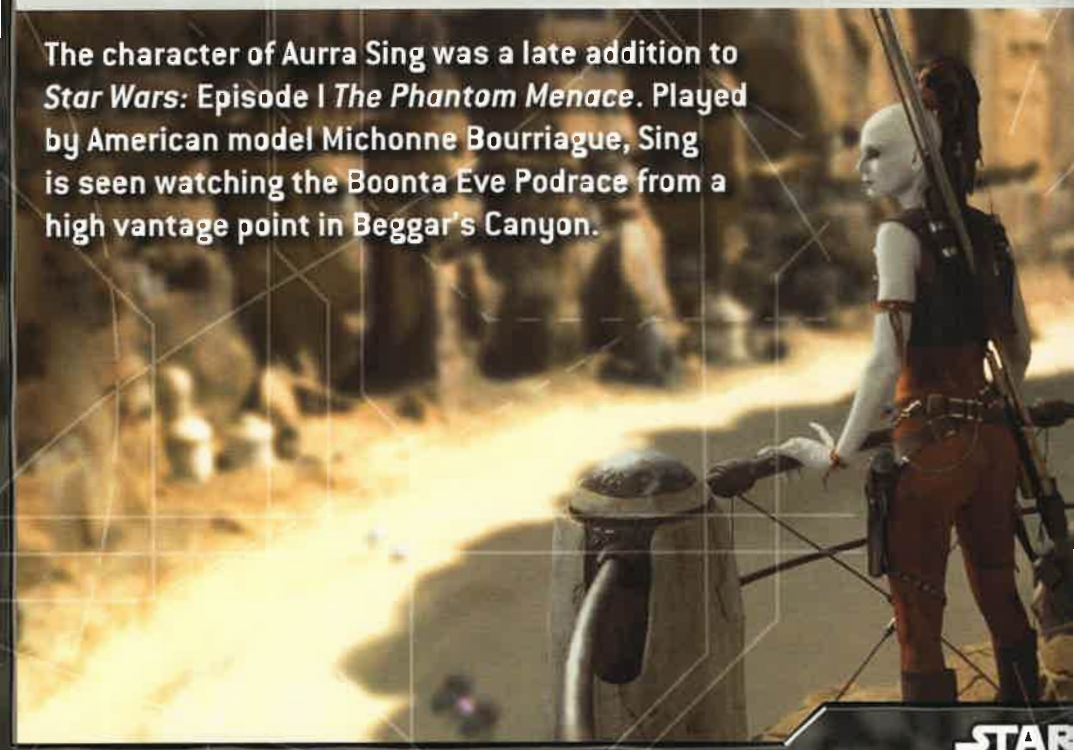
Released by the Anzati after four years, Aurra Sing proceeded to kill Wallanooga and the pirates who had kidnapped her, and then began to hunt Jedi. Seeking to avenge every perceived hurt and betrayal that had been

visited upon her, Sing's ambition was to kill the Dark Woman herself. Something dark and terrible had been loosed on the galaxy. Aurra Sing became a freelance bounty hunter and assassin, managing to stay just under the radar of the Jedi for a number of years despite her slowly growing collection of lightsabers, harvested from Jedi she had killed.

Revenge On The Jedi

Part of the reason that Sing's activities managed to pass unnoticed was that she only took on former Jedi – those who had left the Order or who had never completed their training. She was, for a time, regularly seen on Tatooine – even witnessing a young Anakin Skywalker winning his freedom at the Boonta Eve Classic. There, she successfully hunted and killed rogue Jedi Reess Kairn and, later, Sharad Hett, whose son, A'Sharad, was taken in by Ki-Adi-Mundi.

Two years after the Battle of Naboo, Aurra Sing finally went too far, gleefully killing two Jedi Masters on Coruscant itself. The Jedi Council immediately dispatched Masters Adi Gallia and Ki-Adi-Mundi to hunt Sing down. This coincided with Sing taking the contract to kill a Senator and the Dark Woman herself. Ultimately, Sing failed, defeated in combat by A'Sharad Hett, though she escaped to prey on more Jedi.



The character of Aurra Sing was a late addition to *Star Wars:* Episode I *The Phantom Menace*. Played by American model Michonne Bourriague, Sing is seen watching the Boonta Eve Podrace from a high vantage point in Beggar's Canyon.

The Boonta Eve Podrace

The most famous of the many Podraces that make up the Outer Rim circuit, the Boonta Eve attracted fans from all across the galaxy. The noise and spectacle was also used to cover many clandestine meetings and illegal activities. It's no surprise that a bounty hunter like Aurra Sing would be there, looking for her next unfortunate target.

Aayla Secura

Aurra Sing ambushed Jedi Master Secura on Devaron. During their fight, Aayla Secura cut off the antenna implant that allowed Aurra Sing to feed off the fear of her prey, and turned the captive bounty hunter over to the authorities.

Though Aurra Sing was relatively quiet during the chaos of the Clone Wars – perhaps due to being imprisoned on at least two occasions – she managed to cross lightsabers with an older Anakin Skywalker on Tatooine. Both survived the encounter, and Sing later met Skywalker again – this time as Darth Vader, when the Dark Lord of the Sith hired her to hunt Jedi. She again went quiet and was presumed killed after a battle with a Jedi survivor called Jax Pavan.

Sing Versus Solo

Aurra Sing had not died, however. She resurfaced 40 years after the Battle of Endor, during the Second Galactic Civil War. She had been hired to assassinate the Hapan Queen Mother, Tenel Ka, and her daughter Allana. Allana's father, Jacen Solo, managed to knock Sing down, and Allana herself injected the bounty hunter with a sleep stick. Sing was captured, but she had been imprisoned many times and it is unlikely that Aurra Sing would be held for long.

GEONOSIAN FLITKNOT SPEEDER BIKE

DOOKU'S ESCAPE CRAFT

One of the many vehicles that the Geonosians gave to Count Dooku was a modified Flitknot speeder bike. These bikes were used by Geonosians and droids alike, and easily allowed Dooku to slip past the Republic forces intent on rescuing the embattled Jedi.

Geonosian technology was notoriously difficult for other species to use. Their unique physiology made their starships and vehicles next to impossible for even other insect species to pilot. Part of the problem was that Geonosians used chemical pheromone-based systems to convey data to their pilots. Removing those systems wasn't an easy option.

A Simple Setup

The Flitknot was an easier prospect. An uncomplicated, mass-produced, utilitarian speeder bike, its unique look, with the repulsorlift engines sweeping back from the pilot's seat, disguised the fact that it used pretty standard components. For Dooku's convenience, the pheromone systems were removed, with the 'lost' performance data being displayed on the screen on the front of the bike.

Fortunately, the piloting controls had never relied on technology alien to non-Geonosian pilots – or to the B2 super battle droids for whom a slightly modified version of the bike was made. As with most of the galaxy's speeder bikes, the foot pedals controlled acceleration (up to a little over 600 km/h) and deceleration, while the handlebars could be twisted back to increase altitude (to a maximum of two kilometres) and forward to fly lower. Inertial compensators evened out the ride, and a gravity generator kept the pilot on the vehicle. Both systems came from the Geonosian *Nantex*-class starfighter.

Geonosian speeder bike PROFILE

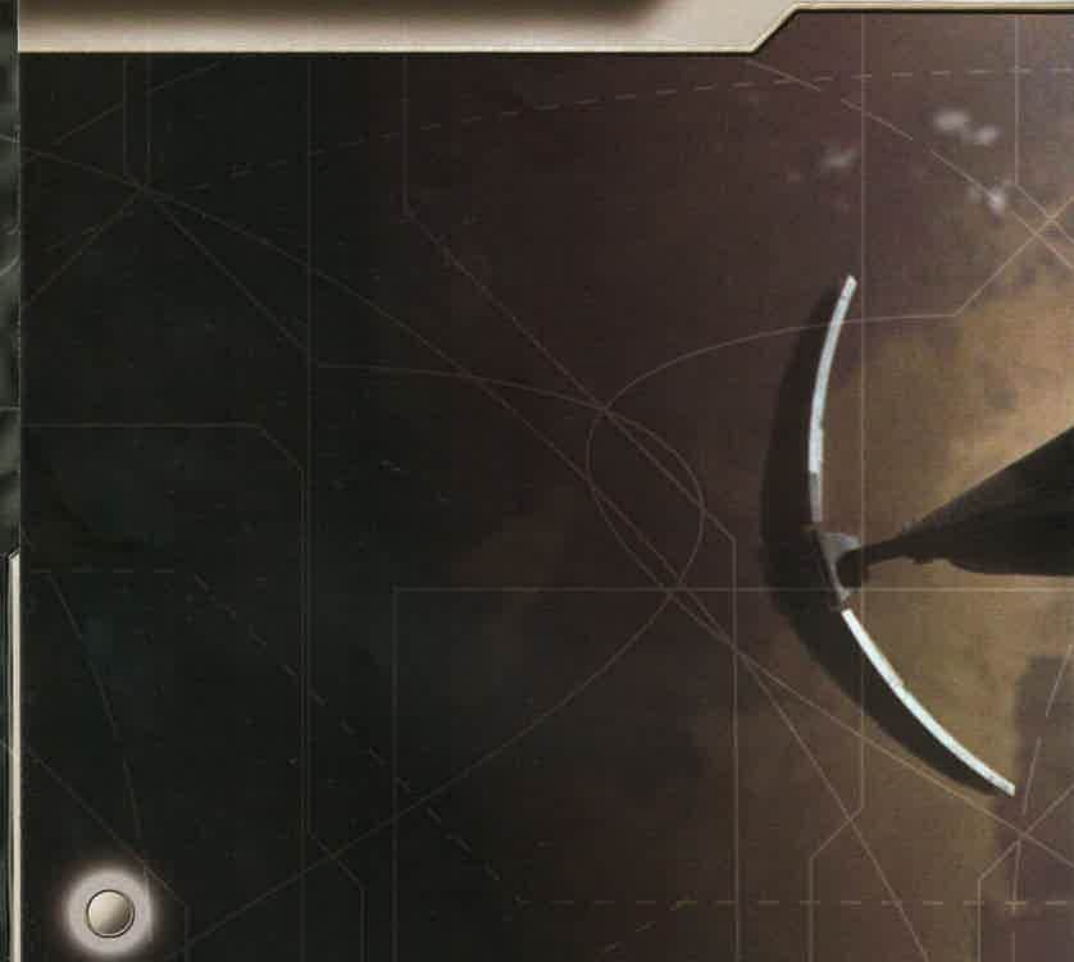
Type
Geonosian Flitknot speeder bike

Manufacturer
Huppla Pasa Tisc Shipwrights Collective

Weapons
None (blaster cannon on military model)

Crew
1

Affiliation
Geonosian/Separatist



THE SITH INFILTRATOR

DARTH MAUL'S *SCIMITAR*

When Amidala fled Naboo, Darth Maul made the same journey, travelling to Tatooine in search of the Queen. There, he used the *Scimitar*'s equipment to track down his prey. After his Dark Eye probe droids discovered her, he rode his *Bloodfin* speeder bike to launch a surprise attack on Amidala's Jedi guardian, Qui-Gon Jinn.

SITH INFILTRATOR

Type
Personal transport starship

Model
Modified RSS Star Courier prototype

Manufacturer
Republic Sienar Systems (prototype), Sienar Design Systems (modifications)

Length
26.5 metres

Speed
3,730 G acceleration (space), 1,180 km/h (atmosphere)

Engine
Sienar X-C2 ion drive array

Hyperdrive
Sienar SSDS 11-A (Class 1.5)

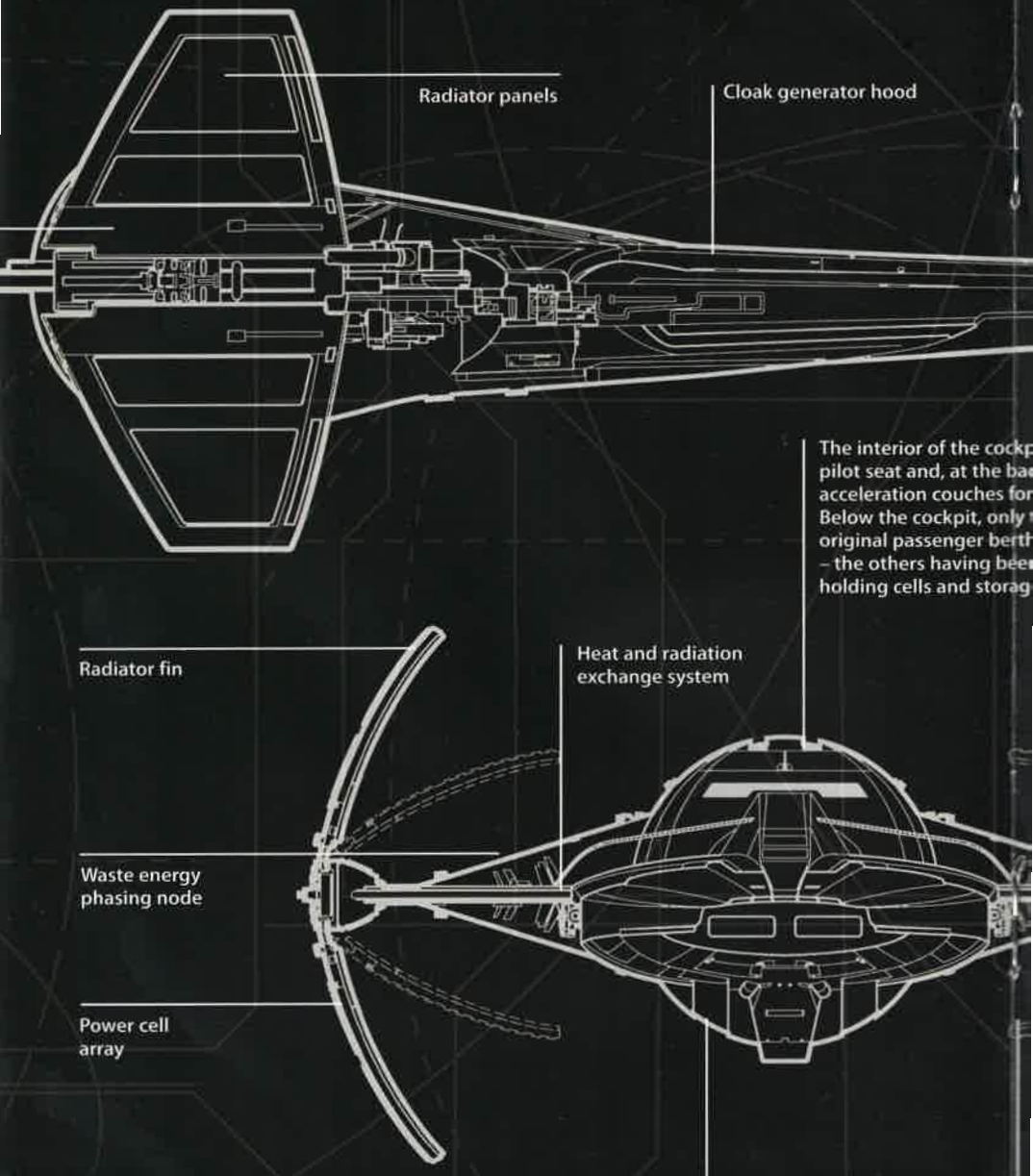
Weapons
6x concealed solar ionisation cannon
Additional defensive Systems: Stygium cloaking device

Cargo
3x DRK-1 Dark Eye probe droid, Razalon FC-20 *Bloodfin* speeder bike

Crew
1x pilot, 6x passengers

Affiliation
Sith

Overload cache



The interior of the cockp
pilot seat and, at the ba
acceleration couches for
Below the cockpit, only
original passenger berth
– the others having bee
holding cells and storag

The radiator panels, needed because of the heat created by the experimental ion engines, were joined to the body by struts carrying the heat exchange system, from which emerged wide, flat sections carrying the power cell arrays.

Wi
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back wall, six basic
for passengers.
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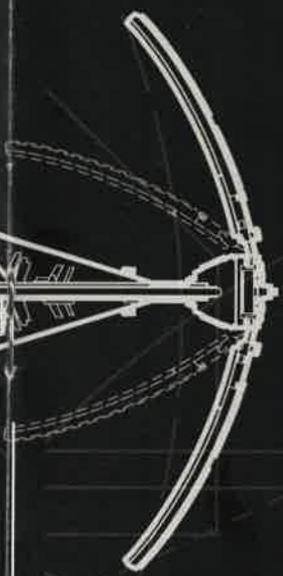
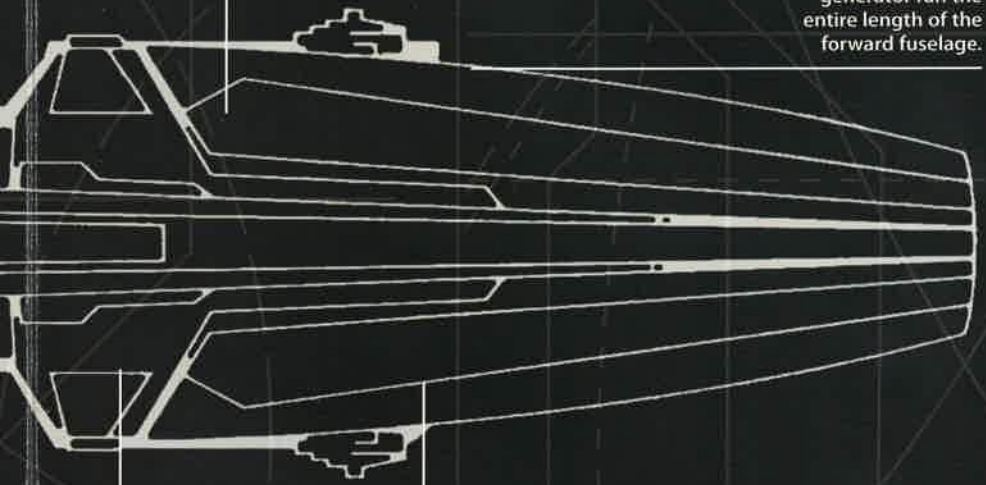
erths remained
been converted into
rage bays.



Radiator fin (closed)

ith the *Scimitar*'s long forward section dominated by its cloaking evice, the engines and small, simple main crew areas were in the all-like section at the rear.


Darth Maul's personal speeder bike, the *Bloodfin*, was deployed from a hatch here. Because of the cloaking device, the cargo hold on the Infiltrator was quite small considering the size of the vessel.
The cloaking field generator ran the entire length of the forward fuselage.
Cargo drop panel folds down to allow access to stored items
Cloak generator hood

After Darth Maul was killed by Obi-Wan Kenobi, his Sith Infiltrator was captured by the Republic. Once Jedi Master Saesee Tiin had rendered it safe, Republic engineers tentatively began to explore the vessel's secrets. Though the ship was to be transferred to Kuat Drive Yards for study, it officially went missing in transit. In fact, the ***Scimitar*** was stored in a secret hangar on Theed. When Palpatine became Emperor, he recovered the vessel and stored it in his private collection.

DRK-1 DARK EYE PROBE DROID

SITH SPY

Even the Sith can't be everywhere at once. When Darth Maul arrived on Tatooine hunting Queen Amidala and her Jedi rescuers, he sent his three Dark Eye probe droids into the streets of Mos Espa to track them down.

Arakyd Industries began its association with Palpatine through a private, secretive contract placed for three probe droids. The schematics of these Dark Eye droids had not been seen since the Battle of Ruusan some thousand years before the rise of Palpatine. In fact, the specific details of their plans had come from a Sith holocron, though Arakyd – who went on to build the Empire's Viper probe droids – were unaware of their origin or the identity of their client.

Eyes of the Sith

The Dark Eye probes were installed aboard Darth Maul's Sith Infiltrator, where he made a number of sinister modifications to make them fully his own. By the time he sent them after Queen Amidala, they had already proved useful during a mission on Ralltiir, where they spied on a meeting between high-ranking members of the Black Sun criminal cartel.

Maul's droids were passive spy units, making no active scans that could be detected by other surveillance systems. They were also sheathed in 'stealth armour' – a plating that 'absorbed' and baffled sensor scans while they observed their surroundings through three imaging devices. The main photoreceptor in the centre was supplemented by magnetic and thermal sensors attached to the side of the droid. Data was stored by passive recorders until the Dark Eye had retreated to a safe location or received a demand from Maul. Then an antenna on top of the droid broadcast coded reports.

Unarmed and Dangerous

Earlier Dark Eye droids had mounted weapons. Maul had this option but he chose not to arm the droids sent out on Tatooine. One was caught and destroyed by Qui-Gon Jinn, but it had already alerted Maul. He was able to track the Jedi back to the Queen's starship, although he was unsuccessful in capturing the vessel.

Dark Eye Armament

Darth Maul's weapon of choice for his Dark Eye probe droids was a dart launcher that fired poisoned needles, though he also had the option of blaster cannon or stun blasters. The two surviving probe droids were captured, along with Maul's Sith Infiltrator, on Theed.

PROFILE

Sith Probe droid

Type
DRK-1 Dark Eye probe droid

Manufacturer
Arakyd Industries

Height
0.3 metres

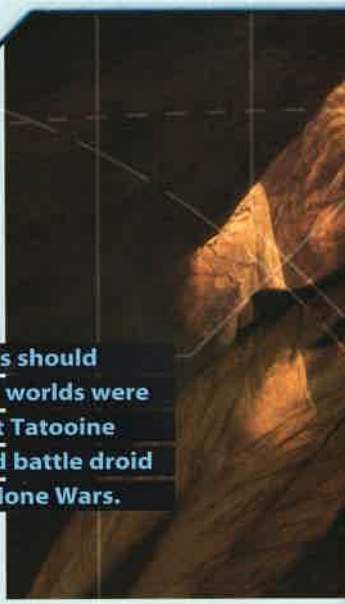
Affiliation
Sith

Weapon
Dart launcher

GEONOSIS

NEST OF EVIL

The Arkanis sector of the Outer Rim Territories should have been an unremarkable region. Surely its worlds were too distant from the Core to be important, yet Tatooine sheltered the last Jedi, while Geonosis birthed battle droid armies and saw the first engagement of the Clone Wars.



At first glance, the planet Geonosis, the second planet out from its sun in the Geonosis system, looks to be all but devoid of life. The planet has four major moons and 11 minor ones. Once, it had five large moons, but one was lost when a comet struck it. The surface of the planet was reshaped, with virtually all life extinguished. Slowly, the shattered moon formed rings around the planet. Meanwhile, the surface of the gravity-light world of Geonosis was ravaged by solar radiation and regularly struck by meteorites.

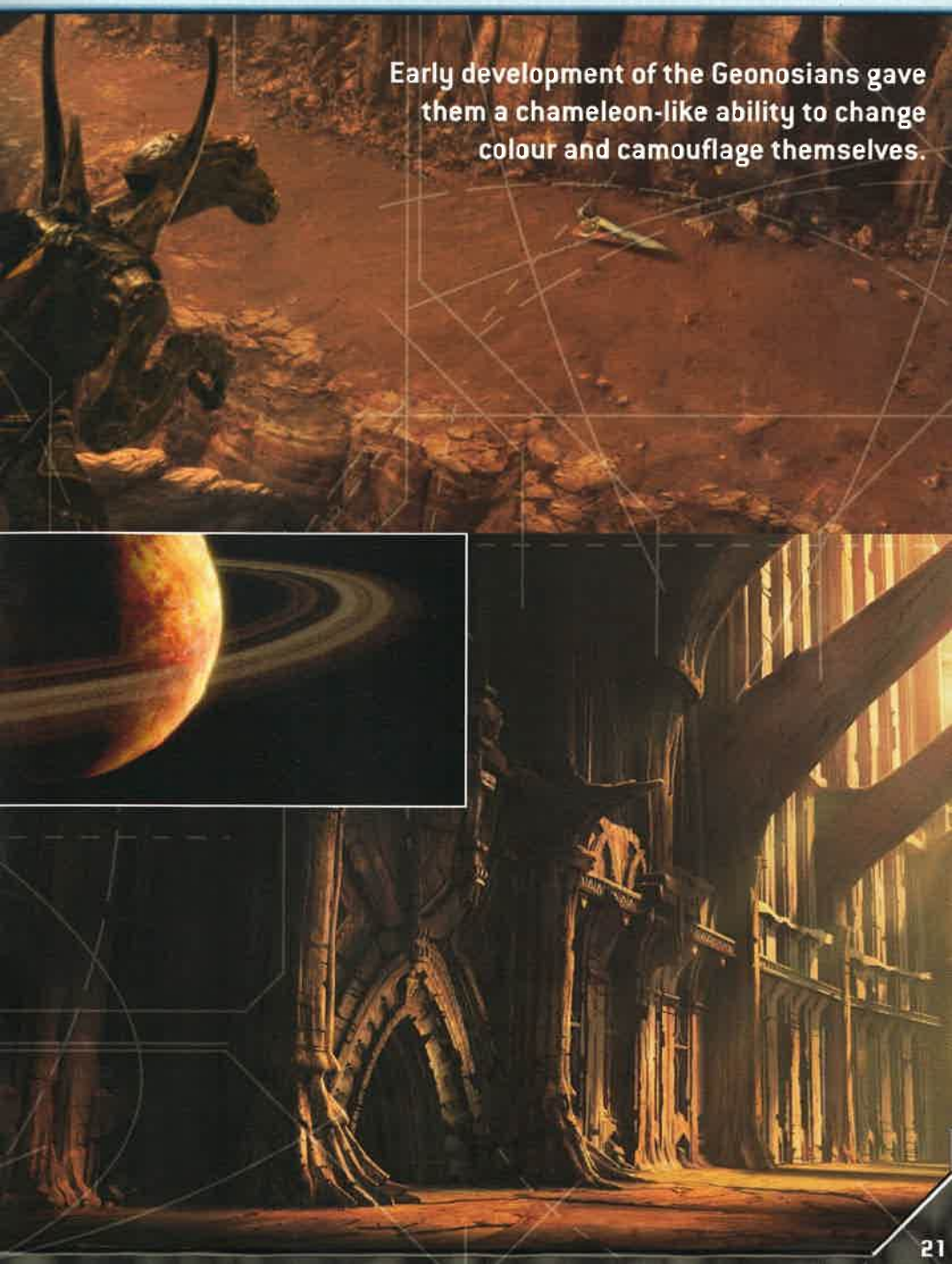
A Hard Life

The dominant surviving species were insects. From these primitive survivors, the Geonosian hive societies evolved. Driven underground, and with all outer evidence of their structures perfectly disguised as natural rock formations, the Geonosians developed a brutal feudal society. Dull-brained drones worked in darkness for a relatively small number of ruling elite, with utterly loyal soldiers ensuring security for all. Devotion to the hive was bred into drones and soldiers alike, and the individual counted for less than nothing. Vicious battles between hives were common, with no mercy shown or expected.

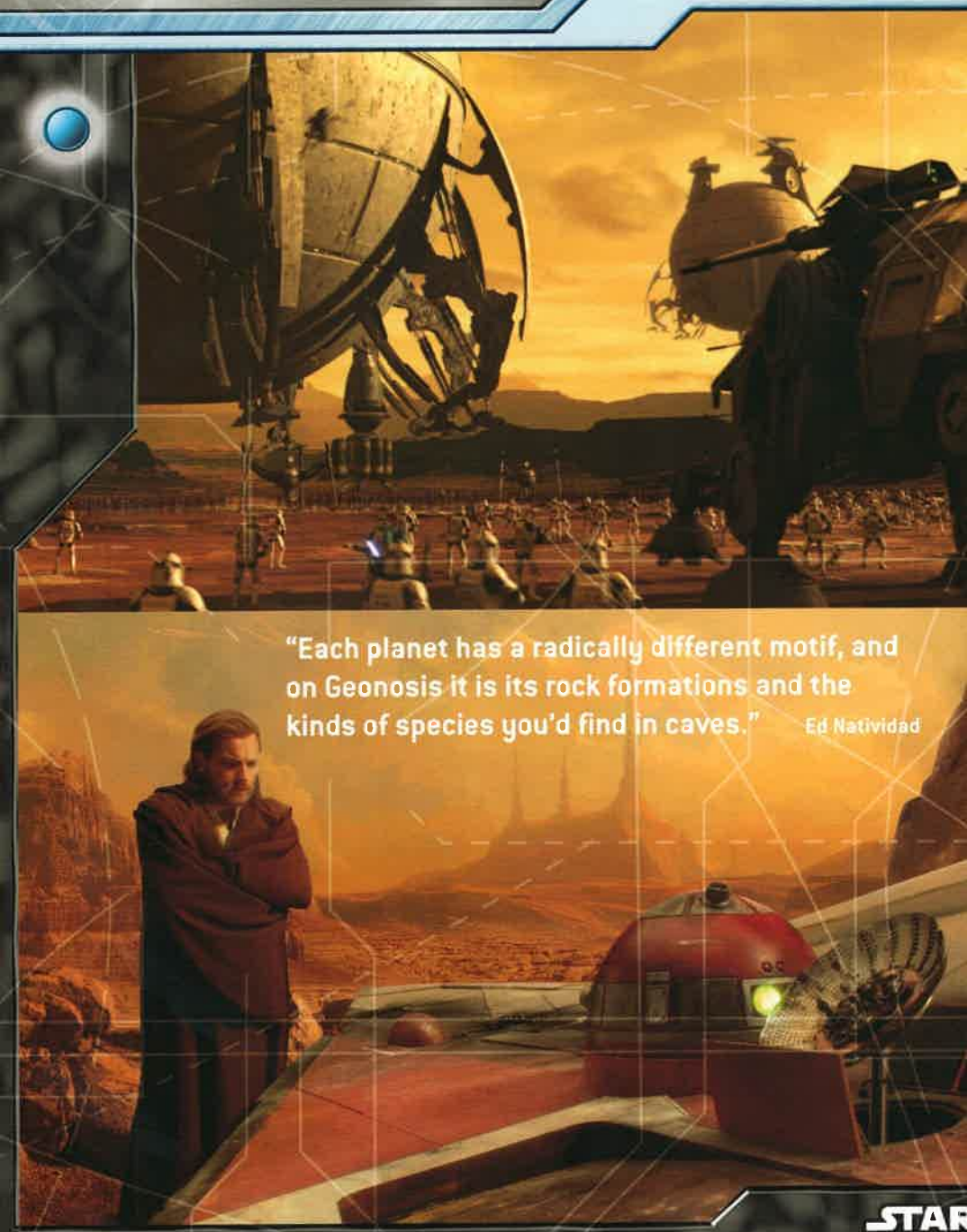
An Industrial Revolution

During the expansionist period of the Old Republic, the potential of the Geonosian work ethic was quickly recognised. The idealistic Republic encouraged and supported industry in the Outer Rim to ensure parity with the Core Worlds, and the likes of Baktoid Armour Workshop and other manufacturing giants moved factory production to Geonosis.

As the Republic's ideals faded, so did industry, and the Geonosian elite harboured feelings of betrayal that were easily exploited by Count Dooku and the Separatists years later. Quietly, the old droid production lines were re-opened, and an army began to assemble.



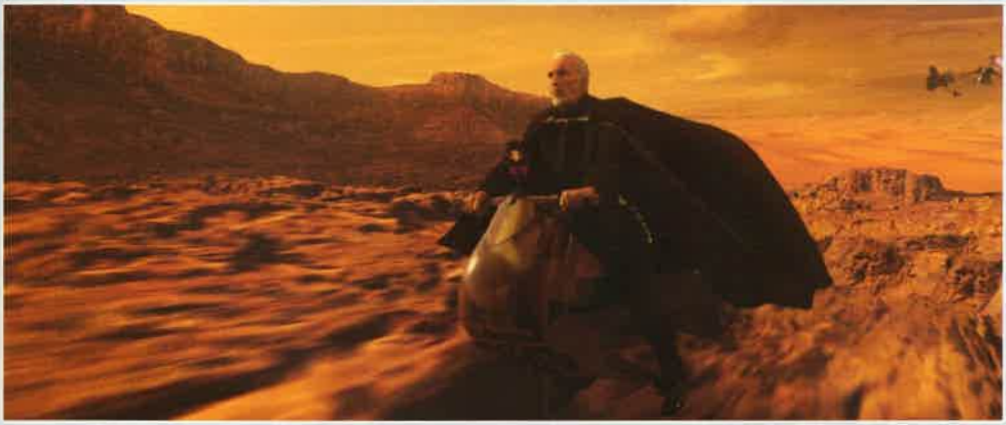
Early development of the Geonosians gave them a chameleon-like ability to change colour and camouflage themselves.



"Each planet has a radically different motif, and on Geonosis it is its rock formations and the kinds of species you'd find in caves." Ed Natividad

Behind the scenes

In pre-production, the artists dubbed Geonosis "rock world". The landscapes drew their inspiration from Monument Valley in America, and even from the red sands of Mars.



Creating Geonosis

The early concepts for Geonosis were created by landscape artist Erik Tiemens. The planet, ringed with asteroids, had been conceived at the writing stage as rugged, bleak and inhospitable. Tiemens, while using real-world landscapes as inspiration, moved beyond those images:

"You'll never find the perfect reference. Whenever I have an assignment like this, all my past landscape painting and sketching comes back to me; it's a formation of past experiences. There's also a feeling in the landscapes that George was always pushing. He was always talking about making the skies 'poetic and interesting'."

The towering, natural-looking architecture of the Geonosian hives was envisioned by Ed Natividad. The Geonosian culture had been described as a mix of high technology and primitive alien life. The look was a mix of Gothic and Art Nouveau applied to the towering termite mounds of Africa. The interiors were both hive-like and, at times, almost resembled rock cathedrals. Concept Design Supervisor Doug Chiang was full of praise for Natividad:

"Ed brings a textural, gritty look to his work [that's] perfect for the rock world. He's wonderful at exotic, alien environments. His mind is wired to be different."

CASTING EPISODE 1

ONE IN THREE THOUSAND!

It would be a huge understatement to say that there was a degree of pressure on whoever would play the young Anakin Skywalker. The actor had to answer the anticipation of three generations of *Star Wars* fans, some of whom had been waiting for 20 years to see the first chapter of the *Star Wars* saga.

Casting Director Robin Gurland started looking for an actor to play the young Anakin in July, 1995. "George wrote [the script for *The Phantom Menace*] knowing that it would be an incredible task finding the right child actor. He had every imaginable element built into this kid: from mechanical ability to earnestness; his look was important, his intelligence. Usually children's roles aren't that complex. In Anakin, you had to have it all."

The Search Is On

Lucas himself agrees: "They had to be really good actors. They had to be kinda wise beyond their years. And they had to have good charisma, a good personal quality about them that could carry this kind of film."

Robin met more than 3000 child actors from all across the English-speaking world in her search for one young actor who could combine all the qualities required for the role of Anakin. Before starting her search, she discussed the character in detail with George Lucas, in order to define the characteristics she would be looking for – everything from physical build to mannerisms.

Early on, Gurland declared that all of the candidates would be treated equally: "Everyone came to the table equal. Everyone had an equal shot at it. It's just who is right for the role. That was the only qualifier I had to work within."

Linking Future And Past

Establishing the link between *Star Wars* Episode I and the original trilogy was critical, as Robin Gurland

ROBIN GURLAND

After meeting 3000 possible Anakins, casting director Robin Gurland (right) 'only' interviewed around 200 girls for the role of Amidala and some 150 actors to play the part of Obi-Wan.

explained: "We had Leia and Luke, and from that we had to draw who their parents could or would be. Natalie [Portman] had to look like Carrie Fisher, Anakin had to look like Mark Hamill. I was matching parents to children, and I was matching an ensemble cast. You have to enjoy the chase!"

Choosing The Chosen One

Ironically, Jake Lloyd was one of the first children Robin Gurland auditioned for the role of Anakin. Then, he was only five and a half years old. However, by the end of the selection process two years later, Jake was then seven and a half, and Gurland noted that both emotionally and physically he was at the stage they were looking for. Jake joined two other hopefuls at Skywalker Ranch for detailed screen tests directed by George Lucas, and with Natalie Portman reading as Amidala.

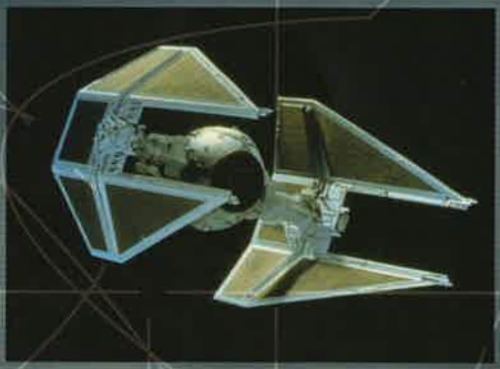
For George Lucas, it was simple: "One of the most important things in this particular character is that he is a wonderfully nice boy. And then there's this wonderfully intuitive, kinda gut feeling you get when you find the one.".

THE SITH INFILTRATOR

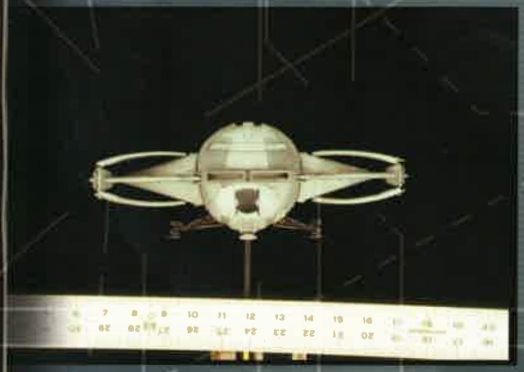
MODELLING DARTH MAUL'S SHIP

STAGES OF ITS CREATION

1 The early sketches of the Infiltrator, drawn by Doug Chiang, were variations of the flying wing design that Chiang had toyed with for the Naboo starfighter .



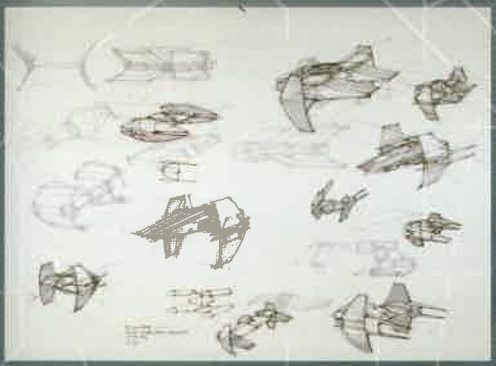
2 Eventually, Chiang began experimenting with designs on the theme of the final version of the TIE interceptor from *Return of the Jedi*.



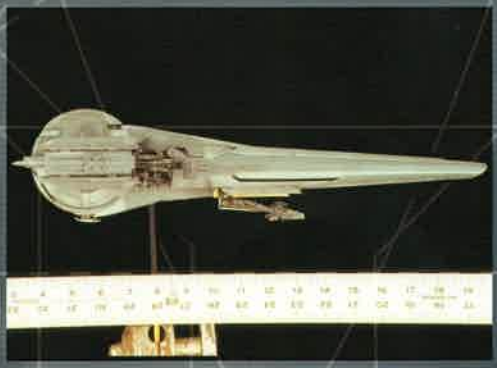
5 A rear view of the production model. The boarding ramp that folds down from the rear of the cockpit shows influence from the shuttle *Tydirium*.

6 A computer-generated version of the Sith Infiltrator was also made. This rear view shows the glowing ion engine arrays.

After it had been decided that Darth Maul was to be given a mission by his Master, Darth Sidious, he was then given a ship, a heavily modified Armed Star Courier prototype, now renamed a Sith Infiltrator. Maul called it the *Scimitar*.



3 These Infiltrator sketches date from 1996. At this point, the resemblance to what would eventually become the droid starfighter is remarkable.



4 A side view of the finished production model. George Lucas asked Chiang to add influences from another Imperial ship from *Return of the Jedi* – the *Lambda*-class shuttle *Tydirium*.

7 The front profile of the digital version of Maul's ship. In this view, the wings are folded and the landing gear is down.

8 The underside of the computer-generated version shows the fine details of the long forward section housing the cloaking system.

1 What were the design influences on the Dark Eye probe droids from Episode I?

2 This is Doug Chiang's production sketch of which character from Episode I?

3 Who designed the Sith Infiltrator *Scimitar*, and who was his client?

ANSWERS:

1 The Dark Eye droids Maul uses were based on a mix of the Imperial probe droids from *The Empire Strikes Back* and the interrogation droid from *A New Hope*, as well as the training remote Luke Skywalker used aboard the *Millennium Falcon*.

2 This was Chiang's design sketch for Aurra Sing – or 'Babe Fett' as she was called then.

3 The Infiltrator began as a prototype for an Armed Star Courier, designed by Raith Sienar. He modified the designs, including adding the cloaking device. His client remained anonymous, but we know it was Darth Sidious.

F

Fey'lya, Borsk

Character
Expanded Universe

The consummate politician, Borsk Fey'lya was a Bothan who served with the Rebellion and later with the New Republic. Often a victim of his own innate duplicity and self-interest, he regularly clashed with Leia Organa Solo and with the Alliance and New Republic military, considering them a threat to his own position. Despite this, he was honourable – at least in Bothan terms – and died a hero. He sacrificed himself in order to destroy tens of thousands of Yuuzhan Vong warriors on Coruscant.

Fodesinbeed Annodue

Character
Episode I

Also known as Fode and Beed, this twin-headed Troig, from the tropical forest world of Pollillus in the Koornacht Cluster, was a popular live commentator on many Podraces. This included the fateful Boonta Eve Classic that saw Anakin Skywalker win his freedom.

Fusion cutter

Equipment
Expanded Universe

Fusion cutters were produced by many companies, though the F-187 made by SoroSuub was one of the most successful and oft-copied models. These devices use high-energy plasma to cut through pretty much anything, including starship plating. The cutting beam could be varied in length and diameter, depending on the job at hand. There were also several mining variations, such as the Jeron fusion cutter, which fired a blast of plasma energy to vaporise rock.

FX-7

Droid
Episode V

The Skywalker family has run into a number of FX droids. An FX-6 model was involved in the life-saving surgery that saw Anakin Skywalker being placed into the armoured life support suit that kept him alive as Darth Vader. An FX-7 droid at Echo Base on Hoth was involved in saving Anakin's son, Luke, after his run-in with a wampa and a night in the freezing wastes of Hoth.

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